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CYBER LEADER
GHOSTLY INVADER!

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GAMEPLAY DOUBLE

This is a game that requires lightning-quick wits. Players win by slamming their cards down first!

STEP 1

PLAYER 1 VS PLAYER 2

Player 1 deals 10 cards to each player and places all the remaining cards in a pack face down on the playing area.

Player 1 now turns over the top card and puts it next to the rest of the pack.

The aim of the game is to get rid of all your cards quicker than the other players by matching the deck on the top card.

Each player quickly looks at their cards and tries to play a card of the same deck first.

DECKS!

STEP 2

Whoever slams their card down first then turns over the next card and it's a new race to play a matching deck.

If none of the players can play a card, take it in turns to pick a card from the pack and add it to your hand, until one player gets a card they can play.

Watch out, you could end up filling your hand with loads of cards until the right one turns up!

REMEMBER!

The player turning the cards over will be busy which gives you more chance to play a card first!

STEP 3

If the pack runs out, shuffle the cards, turn them over and start again.

Play continues until one player has got rid of all their cards.

Why not try playing this game with more than two players?

LOOK OUT!

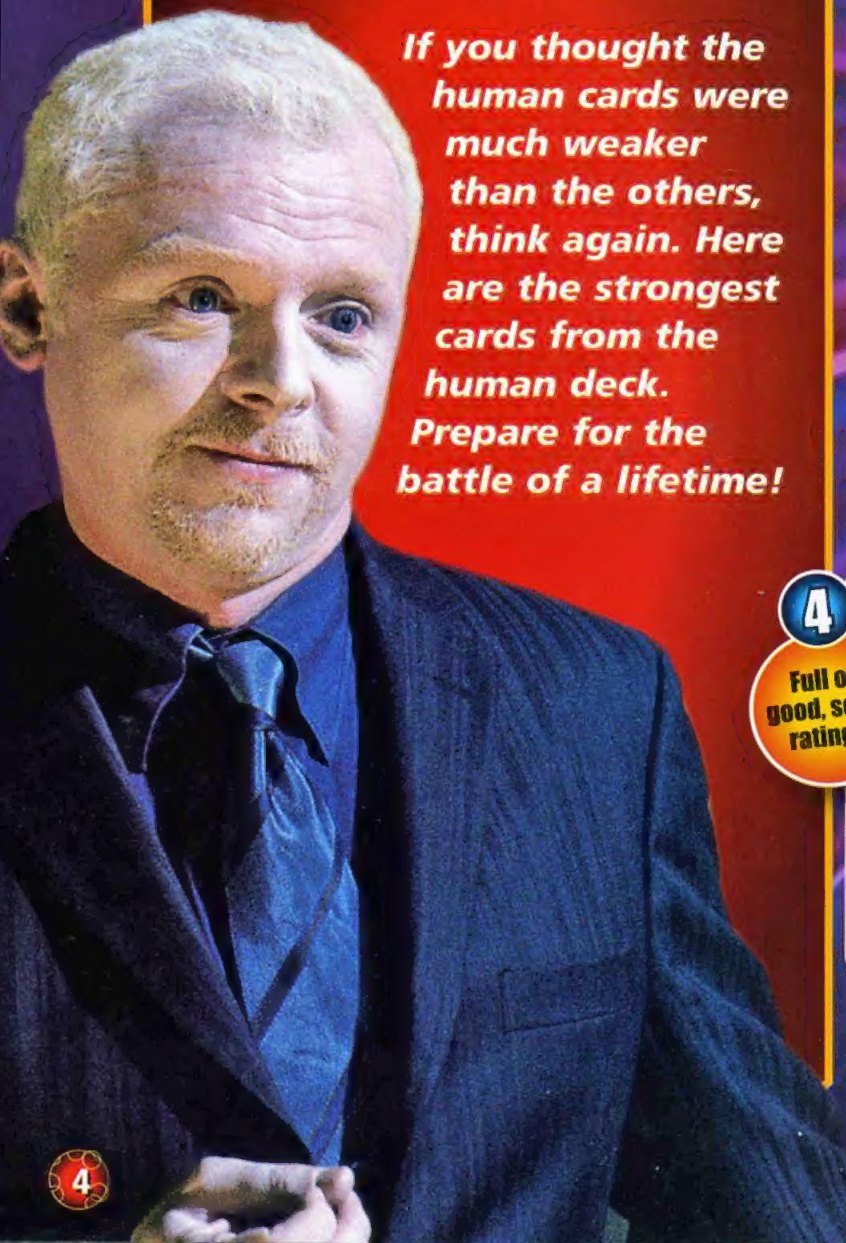
Keep the deck symbols visible on your cards at all times to make sure you can play quickly.

DECK DOCTOR

Take a closer look at some of the best cards and find out how to mix your gameplay up to make it a little trickier...

TOP 10 HUMANS

If you thought the human cards were much weaker than the others, think again. Here are the strongest cards from the human deck. Prepare for the battle of a lifetime!



1 Handy Stamina and Special Abilities scores

2 This card has pretty strong Agility and Stamina

4 Full of good, solid ratings

6 Great Intelligence and Fear Factor!

5 Check out those Special Abilities!

7 Watch out for low Fear Factor!

MIX IT UP!

Why not limit the cards you play with for a more exciting game?

Try playing the hero deck against the monster deck.

Pick your decks based on rarity – why not play rare versus common cards?

Or how about seeing who would win in a battle between humans and aliens?

BAD VS GOOD

RARE VS COMMON

HUMAN VS ALIEN

CARD CLASH

ZACHARY

HERO PROFILE

HEIGHT	1.78m
LIFE FORM	HUMAN
AGE	35
PLANET	EARTH

WHO IS HE? When the captain was killed Zachary stepped up and took control of Sanctuary Base Six. His job was made pretty difficult with panicking staff, rampaging Ood, and an archaeologist who had been possessed by the Beast!

WHAT'S HE LIKE? Initially unsure he eventually overcame his fears and gained confidence with the help of Rose and the Doctor.

WHAT'S HE GOOD AT? He was great at rallying his staff to work together, and had all the insider knowledge about the base, which helped Rose and the others escape the Ood!

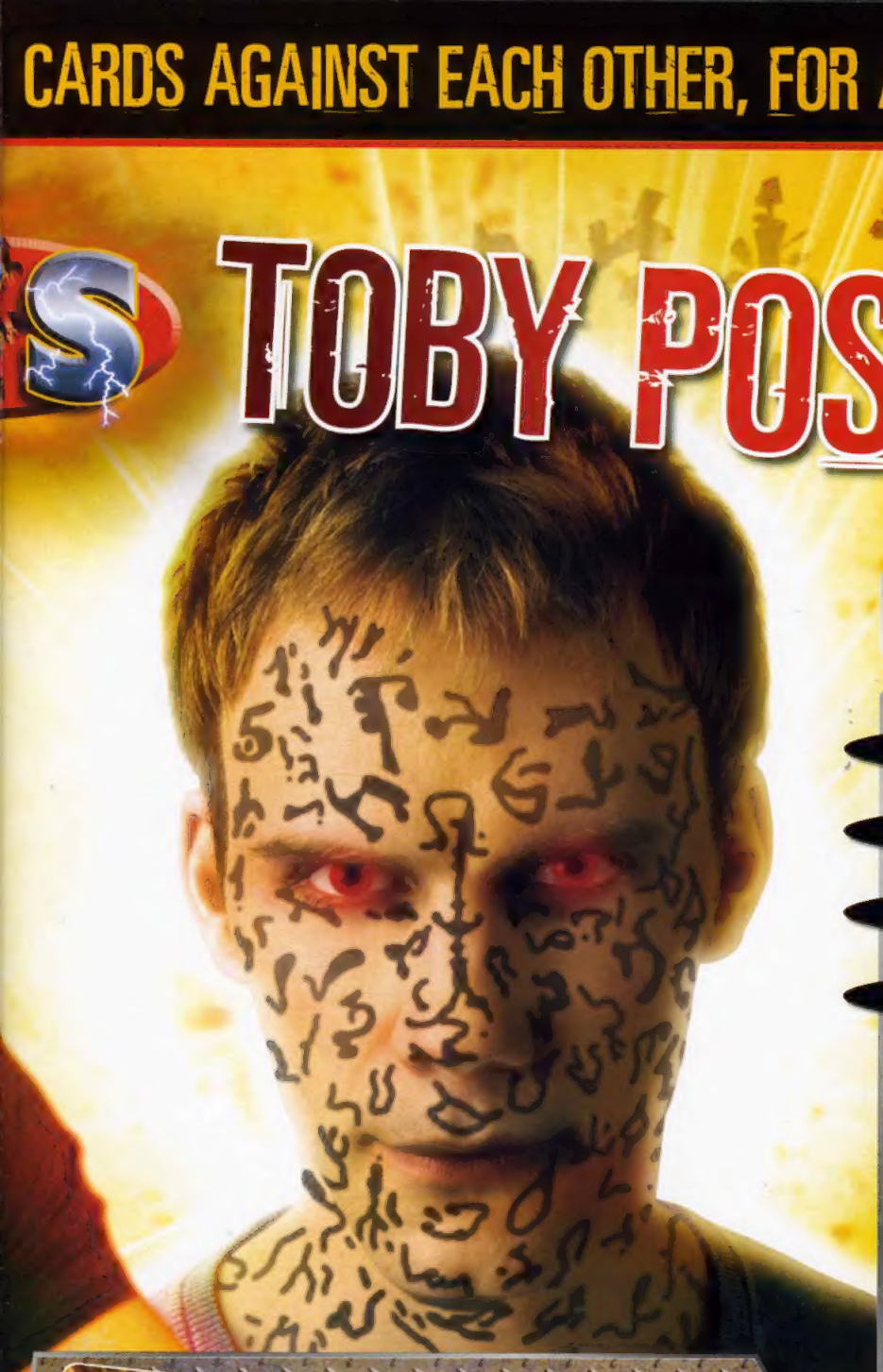
ZACHARY LOSES EVERY BATTLE!

HAVE YOU FOUND ALL THE TORCHWOOD ARCHIVE TEAM YET?

TOTAL 0/5

TOBY

TOBY POSSESSED



MONSTER PROFILE

HEIGHT	1.80m
LIFE FORM	HUMAN
AGE	29
PLANET	EARTH

WHO IS HE? This quiet, gentle and rather normal archaeologist turned into a monster when he was possessed by the Beast.

WHAT'S HE LIKE? He turned into a figure of pure evil who would stop at nothing to escape the black hole. Lies, tricks and murder became second nature.

WHAT'S HE GOOD AT? He was fairly good at looking nasty! With his mean, red eyes and skin covered with indecipherable writing, Toby would have gone on a killing spree to escape the Sanctuary Base, but luckily Rose stopped him.

TOBY WINS ON

INTELLIGENCE:
9000 vs 6100

AGILITY:
6000 vs 5900

STAMINA:
9100 vs 5200

SPECIAL ABILITIES:
9200 vs 2500

FEAR FACTOR:
9300 vs 3300

TOTAL 5/5

WINS!

HAVE YOU FOUND THIS CARD OF TOBY BEFORE HE WAS POSSESSED?

FAQ EPISODE 11

BOOM TOWN

The planet is under threat from an alien force in the shape of the last remaining Slitheen on Earth...

Q Which episode is this?
This is the episode where the Doctor, Rose, and Captain Jack land in Cardiff to recharge the TARDIS then have to save the planet from the Slitheen disguised as Margaret Blaine.

Q Why is Margaret alone?
She has been by herself since she escaped the missile that killed the rest of her family. Bizarrely, since then she has managed to become mayor of Cardiff! She's now looking for a way to return to her home planet.

Q What's her dastardly plan then?
She's building a power station on the rift which is designed to explode. When this happens it would blow up Earth and blast her out of the solar system and back to her own planet of Raxacoricofallapatorius.

Q What's the rift they talk about?
It's a rift in time and space, a bit like an earthquake fault between dimensions. It runs like a scar through Cardiff, and the power it lets off can charge the TARDIS.

Q So what's that surfboard thing for?
The Doctor finds a tribophysical waveform macro-kinetic extrapolator (or pan-dimensional surfboard for short!). It will put a shield around Margaret as she rides the wave of the explosion.

Q How is she defeated?
She looks into the heart of the TARDIS and reverts back to a Slitheen egg. She can now be reborn and given a second chance.

"So you would blow up a planet just to get a lift?"

YUCK!

Q What is Margaret Blaine doing to the Doctor?
It's a Slitheen trick of breathing poisonous bad breath at the enemy – she also tries to fire a poisonous dart at the Doctor from her finger!

HUNT THE SLITHEEN!

Can you capture the Slitheen in the town hall and then trap her in the TARDIS?

INSTRUCTIONS

1. Remove all the bonus cards then shuffle your deck.
2. Place your deck face down and put a counter on the start.
3. Draw the top card and use it to decide your route.
4. Discard your card. Now it's your friend's turn.

START

You are in the entrance hall. There are three doors to choose from.
Check your first power icon to decide your route.

RIGHT

In the room you meet Margaret's secretary. He stops you going into her office.
Look at your green Special Abilities score to see what happens next...

LEFT

STRAIGHT AHEAD

OVER 6000

UNDER 6000

Wrong turn, you are in the toilet. But wait – there are farting noises!
If your card number is above 100 the noise is coming from a Slitheen, below and it's a town hall official.

OVER 100

The Slitheen crashes through the door and attacks you. She tries to breathe on you.
Look at your red Fear Factor to decide how you escape the attack.

RED

You push him aside anyway, open the door to her office and enter slowly.
Which is higher – your green Intelligence or the red?

UNDER 100

UNDER 5000

GREEN

OVER 5000

Yuck! You run out of the room quickly and head down the hall.
If you are lucky and your last power icon is you see the Slitheen ahead of you.

You duck! She climbs out of the window and you chase after her.
Check your red Agility, is it higher than 4500?

You hear a fart. The Slitheen is coming towards you with her claws spread.
If your card number is over 150 you catch her, but if it isn't miss a go.

OVER 4500

UNDER 4500

OVER 150

You chase the Slitheen into an alley. She is about to teleport when...
If your card is a Hero card you catch her, but if not you miss a go.

HERO

You catch her just in the nick of time.
Check your green Stamina. If it's under 5000 you cannot keep hold of her and she slips away.

YOU WIN!

Congratulations!
With Rose, Mickey, Captain Jack and the Doctor to help, the Slitheen is persuaded to go calmly. She is now safely trapped in the TARDIS!

OVER 5000

UNDER 5000

CYBER-GHOSTS QUIZ

How much do you really know about the Cyberman invasion?

Q1. What was the name given to the time the ghosts came each day?

a) Ghost hour
b) Time of the Ghosts
c) Ghost shift

Q2. Who did Jackie think her ghostly visitor was?

a) Grandad Prentice
b) Grandad Tyler
c) Granny Smith

Q3. What did the Cybermen use to control some people in Torchwood?

a) Hypnotism
b) Earpods
c) The threat of violence

Q4. Who was in charge at Torchwood?

a) Jackie Tyler
b) Captain Jack
c) Yvonne Hartman

Q5. Who DIDN'T travel through from the parallel world?

a) Mickey Smith
b) Rose the Dog
c) Pete Tyler

Q6. Who did the Cyberman try to team up with to take over the world?

a) Humans
b) Daleks
c) Slitheen

HOW TO BECOME THE CYBER LEADER

If the strange desire to control an army of metal men ever comes over you, here's how to do it...

1. First you'll have to get caught by the Cybermen, which is rather scary...
2. Next, get upgraded by having your brain surgically removed and inserted into a cyber suit. Most people would stop before they got this far – it's way too painful to be worth it!
3. Practice your marching skills and work your way up the cyber ranks until you're second in command.
4. Wait for the current Cyber Leader to meet a sticky end...
5. Then download the software upgrade patch and enjoy the power!

EYE SEE!

All Cybermen, Daleks and others who travel between worlds are covered in voidstuff, which the Doctor spots thanks to his special glasses.

SOLID

The Doctor keep
doesn't look lik
scarily true when
into legions of C
Cyber Leader. Th
world and

CYBER-
12
Cybermen travelling from the parallel world to invade Earth didn't look like monsters at first – they looked like ghosts. And humans thought they were friendly...
SPOOKS!
telling Jackie that a boot
a footprint. This comes
he footprint ghosts change
bermen, controlled by the
ir aim is to take over the
upgrade' humanity.

GHOSTS

OLD FRIENDS?

Jackie thinks the ghost that keeps visiting her is her dead father, Rose's Grandad Prentice. But sadly, she's wrong...

ARM FUNC

With metal rods bones, and wire sinews, Cybermen motor functions human, plus the a of an in-built bl

METAL LEGS

The Cybermen's limbs are stronger heavier and faster than an average human. They are programmed to just keep going.

TUBING

Unlike other Cybermen, the Cyber Leader's tubing is black.

BRAIN

This is the only human body part you can find inside a Cyberman.

TIONS

n place of instead of have the full f a normal dded power ster gun.

CHEST PANEL

The Cybermen can activate a visual link with the Cyber Leader by hitting this area. The link connects to any nearby screen. This area is also a weak spot – any Cyberman hit here will drop immediately.

TOP 10 CYBER-GHOST FACTS

1. The ghosts can walk through people.
2. Strangely no-one finds it suspicious that there's a regular gathering on Westminster Bridge – a bit like a military display.
3. The Cybermen appear as ghosts for two months before they reveal their true form.
4. A ghost is the Member of Parliament for Leeds.
5. The Cybermen briefly become the first Central World Authority.
6. They have the ability to scan for technology.
7. Cybermen believe they have an elegant design.
8. A total of five million Cybermen invade Earth.
9. They communicate through downloading shared files. This is how they find out that the Cyber Leader has been killed.
10. It takes a total of three years for all the Cybermen to travel between parallel worlds.

CYBER GHOSTS DECK
There are loads of cool cards from the series two finale to watch out for!
CYBER LEADER
CYBERMAN GROUP
PETE TYLER
GHOSTS
TURN TO PAGE 23 FOR THE ANSWERS OR YOU WILL BE UPGRADED!

BENEATH THE SKIN

When the TARDIS is pulled down to a strange planet the Doctor steps out to investigate...

Written by: Steve Cole, Inks: Lee Sullivan, Colours: Alan Craddock.

MAJOR ARN, LOOK!
OUR ROCK AND SOIL SAMPLE SHOW THIS PLANET IS RICH IN UNIQUE MINERALS... THIS MUST BE SOME KIND OF OIL!
WELL, IF IT IS, THEY MUST BE THE RESIDENT OIL BARONS — AND THEY'RE NOT KEEN ON SHARING!
KRR-KRRRUNCH!
ARRRRRGH!
SET WEAPONS TO DESTRUCT. OPEN FIRE!
NO! YOU MUST TRY TO COMMUNICATE WITH THEM— WHOA!
EXCUSE ME? HELLO? YOU COULD JUST CHUCK ME TO THE GROUND, OR INTO THOSE FOOTHILLS — BUT NO, INSTEAD YOU'RE AIMING FOR AN OLD SPACESHIP! ISN'T THAT INTERESTING?
APPARENTLY NOT— OOF!
K-KLANG!

SHOCK TO MY SYSTEM... I CAN MOVE AGAIN!
ARN, PACK IT IN! YOU'RE ONLY BRINGING MORE, OF THEM HERE... YOU CAN'T STOP THEM!
ALL RIGHT. FALL BACK! FAST!
WHAT ARE THOSE THINGS? THEY CAME OUT OF THE GROUND.
WRONG. THEY GREW OUT OF THE GROUND. ALMOST LIKE THEY'RE PART OF THE PLANET...
'COURSE! THAT'S WHY THEY DIDN'T THROW ME AGAINST THE GROUND!
WHAT IS THIS OIL STUFF?
LET'S ASK YOUR ROBOT SAMPLE-GATHERER HERE. 'SCUSE ME!
YEAH. THOUGHT SO. IT'S NOT OIL, IT'S BLOOD! THE PLANET IS ALIVE, AND THOSE THINGS ARE LIKE ANTIBODIES, COME TO FIGHT OFF ATTACKING ORGANISMS...
LIKE US!
CATCHES ON QUICK, YOUR BOSS, DOESN'T HE? QUESTION IS, COTHAX OLD SON... CAN I SORT THIS BEFORE IT'S TOO LATE?

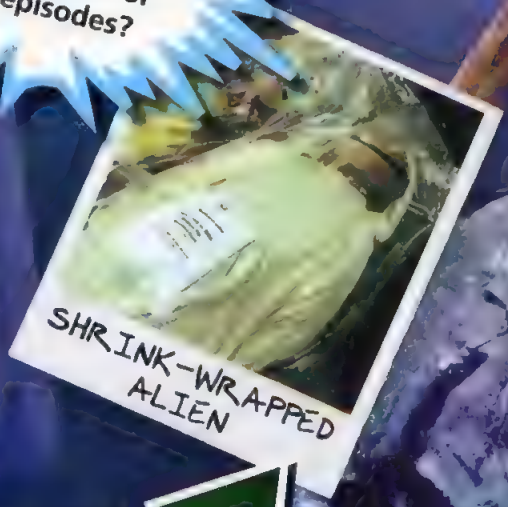
LET'S SEE. QUICK BLAST OF THE PARALYSIS RAY TO STOP FURTHER BLOOD LOSS...
...THEN TURN UP THE POWER TO MELT THE ROCK AND SOIL...
PRESTO! HOWZAT? INSTANT SKIN GRAFT, FOR A POORLY PLANET!
SQUELCH!
HELP! HOW COME THEY'RE NOT ATTACKING YOU?
THE PLANET'S HURT AND I'M THE DOCTOR... YOU'RE JUST ANNOYING VISITORS WHO STOP THE PATIENT RESTING. NEXT TIME, BRING GRAPES!
THOUGH SOMEHOW, I DON'T THINK THERE'S GONNA BE A NEXT TIME.
WELL, JOB DONE! PATIENT'S LOOKING CALMER. TIME I WAS OFF...
THE TARDIS — IT'S GONE! WHATEVER FORCE DRAGGED US DOWN TO THIS LIVING PLANET... IT'S TAKEN MY HOME!
TO BE CONTINUED!!!

BEHIND THE SCENES

Will you be my new companion?

DID YOU KNOW?

You may have spotted the Slitheen, but did you know that other characters had been 'borrowed' from past Doctor Who episodes?



GAME ON!

Did you go on an adventure with the Doctor to defeat this sneaky monster? Find out more about an episode that you and your remote control could be part of...

Any TV episode takes time to make, but if you add a load of computer wizardry into the mix it gets more complicated. 'Attack of the Graske' took a total of five months and a load of sleepless nights to create.

It was a bit like filming a short episode with the added problems of including games and getting the technology to work. One of the biggest hurdles was keeping viewers' attention. Everyone is used to playing really fast computer games, so the producers had to make sure there was enough going on to keep viewers excited.

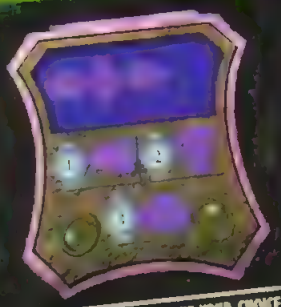
They wanted the Doctor to speak directly to the camera so the audience felt really involved. They also made sure the Graske didn't stay still for long. And they made the scenes jump between different locations to keep things interesting.

They knew they'd got the design of the monster right when filming the street scene – people going to a nearby concert kept turning into the street and being scared silly by the menacing Graske!

STILL PUZZLED?

If you have broadband, you can still play the game online at the official BBC Doctor Who website. If you need any handy hints for some of the puzzles, have a look below...

1 Look at the first two symbols and think how they're related to each other. Can you see what should come after the third one now?

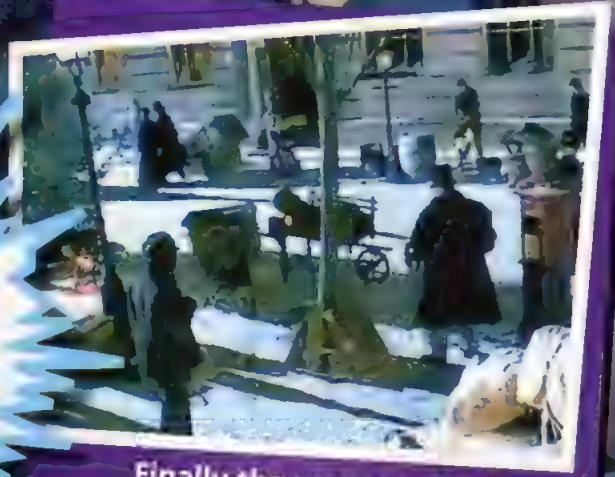


2 Think about difference between the numbers, or just look at the digits that make up each number and what changes each time...

3 This one's a bit tricky. You have to imagine what each key looks like from below. Remember the holes in the lock are round.

SNOW JOKE!

The Victorian street scene took ages to film because the wind kept blowing the fake snow away!



Finally the snow settles and filming can start...

Wash your face!

THE CYBER CONTROLLER'S

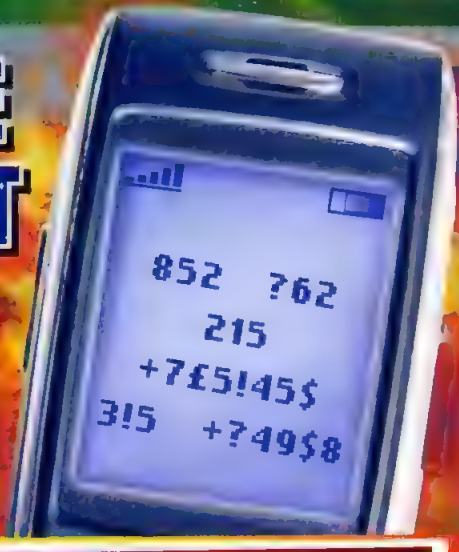
BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

CRACK THE CODED TEXT

In Torchwood the Doctor sends Rose a secret code text message on her mobile phone. Can you crack it using the key?



TORCHWOOD ARCHIVE

The TARDIS has been hidden in the Torchwood archive. Below is a cross-shaped flat plan of the box it's in. Can you work out from looking at the other boxes which one contains the TARDIS?

CYBER CONFUSION

The Void is open, but are there more Cybermen or Daleks being sucked in?

DALEKS

CYBERMEN

COMING IN ISSUE 13...

YOUR NEXT PACK OF TRADING CARDS

SPOT THE DIFFERENCE

Harness the power of the TARDIS and see if you can spot six differences between these two cards?

PUZZLE ANSWERS

CYBER-GHOSTS QUIZ

Q1. c) Ghost shift
Q2. a) Grandad Prentice
Q3. b) Earpods
Q4. c) Yvonne Hartman
Q5. b) Rose the Dog
Q6. b) Daleks

CYBER CONFUSION

5 Daleks
4 Cybermen

SPOT THE DIFFERENCE

CRACK THE CODED TEXT

GET OUT THE CYBERMEN ARE COMING

TORCHWOOD ARCHIVE

Box F

THE GOOD, THE BAD AND THE ALIEN!

Which alien being are you most like?

1 If you landed on a populated planet what would you do?

- a Get a job as a gardener
- b Moisturise them!
- c Whatever I'm told to!
- d Cure the sick

2 How do you think your parents would describe you?

- a A bit of a do-gooder
- b Very obedient
- c Loving and caring
- d Completely selfless

3 From the list below, what would you rather watch on TV?

- a Make-over show
- b Hospital drama
- c Cookery programme
- d Wildlife show

4 What do you enjoy doing on a Sunday afternoon?

- a The washing up
- b Going for a long walk in the park
- c Charity work
- d I don't really enjoy doing anything

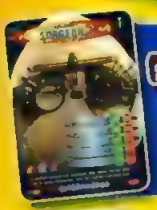
5 Out of this list, where would you prefer to go on holiday?

- a Anywhere there are people to serve
- b To a medical conference
- c To a beauty spa
- d Deep in the woods away from it all

6 How are you at dealing with monsters?

- a I would give them skin care advice
- b I would inject them with diseases
- c I would calm them with peaceful discussion
- d I would offer to serve them some lunch!

HOW DID YOU SCORE?



6-9 Cassandra's Surgeons

Stop being a doormat and realise the people who tell you what to do are crazy!

10-15 Cat Nurses

You think you're such a nice person, but actually you can be more than a bit scary.

16-20 Dad

You may be a good worker, but it doesn't change the fact that you look like a squid!

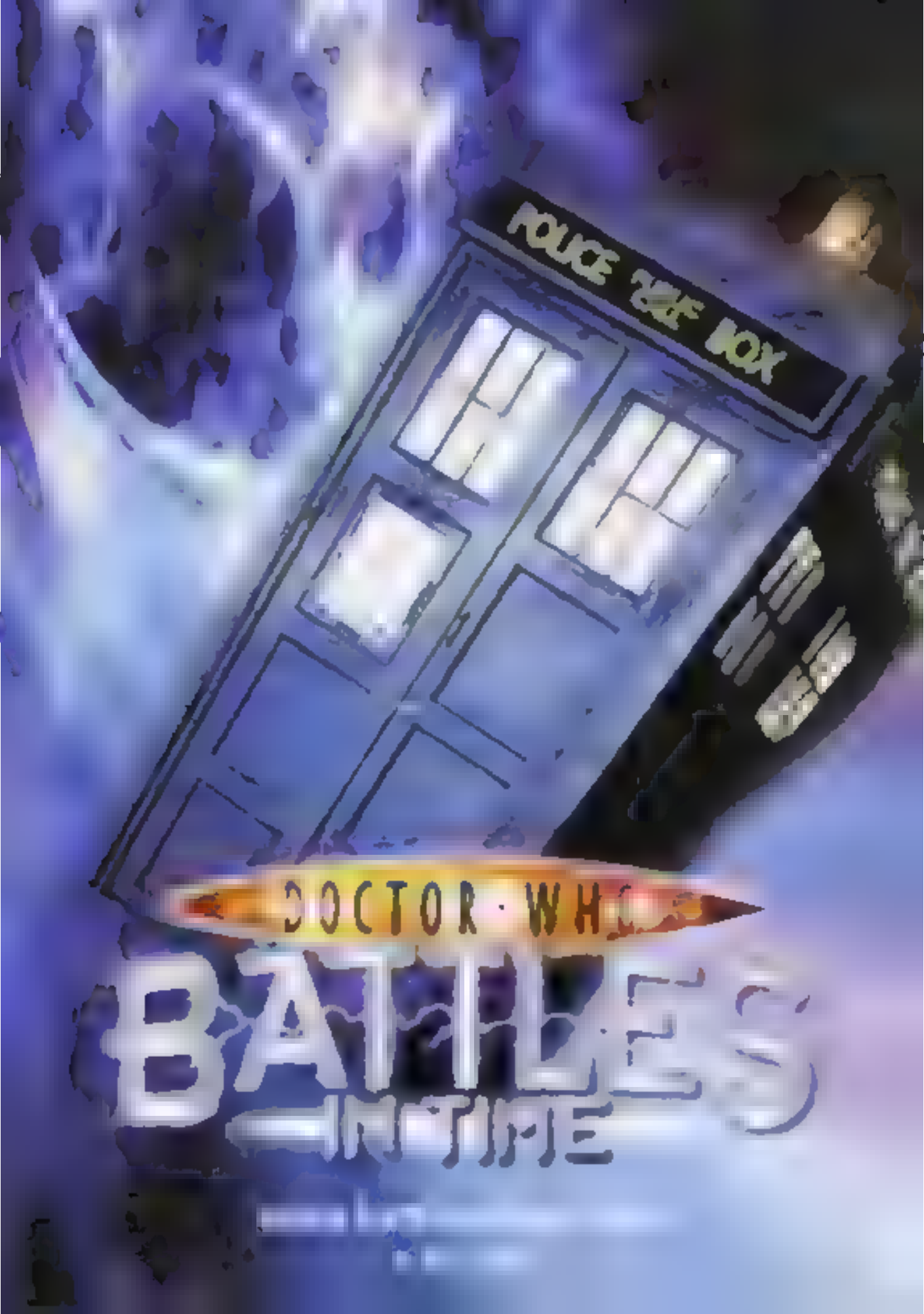
21-24 Forest of Gleam

You have a heart of gold, but some find your need to know everything annoying.

SCORE SHEET

1. a) 4 b) 1 c) 3 d) 2
2. a) 2 b) 3 c) 4 d) 1
3. a) 1 b) 2 c) 3 d) 4
4. a) 3 b) 4 c) 2 d) 1
5. a) 3 b) 2 c) 1 d) 4
6. a) 1 b) 2 c) 4 d) 3

9 771750 351018 12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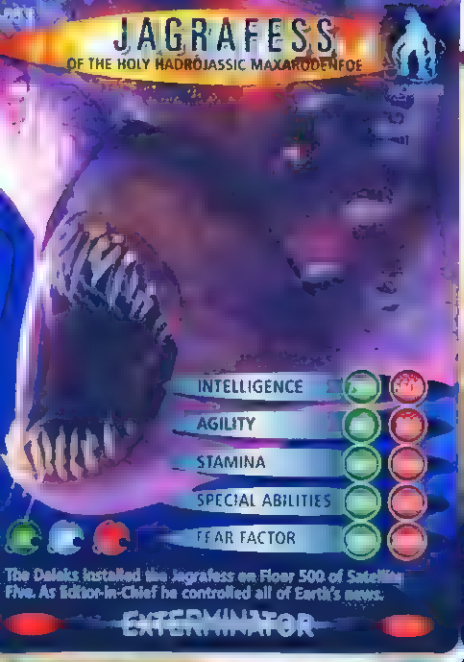
DOCTOR WHO
BATTLES
IN TIME


JAGRAFESS
OF THE HOLY HADROJASSIC MAXARODENFOE
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
The Daleks installed the Jagrafess on Floor 500 of Satellite Five. As Editor-In-Chief he controlled all of Earth's news.
EXTERMINATOR

098
HOP PYLEEN BROTHER 1
ALIEN
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
Famed for inventing hyperlip travel, the Brothers Hop Pyleen were two of the guests at the party for the End of the World.
EXTERMINATOR

083
PLATFORM ONE
EXTERMINATOR

52
DAMAGED DALEK
DALEK
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
EXTERMINATOR

229
SLITHEEN 1
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
One of the mean, green and stinky Slitheen family from Raxacoricofallapatorius who tried to blow up the Earth.
EXTERMINATOR

110
KENNY
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
This schoolboy helped the Doctor escape the Krillitanes when he set off the fire alarm, deafening the bat-like creatures.
EXTERMINATOR

110
KENNY
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
This schoolboy helped the Doctor escape the Krillitanes when he set off the fire alarm, deafening the bat-like creatures.
EXTERMINATOR

163
SANCTUARY BASE SIX
GUARD 1
HUMAN
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
One of the unlucky guards who went on one of the Torchwood Archive missions, she suffered a painful death by the Ood.
EXTERMINATOR

KRILLITANE 1
INTELLIGENCE
AGILITY
STAMINA
SPECIAL ABILITIES
FEAR FACTOR
These bat-like creatures disguised themselves as teachers and used school children's brains to crack the Skasas Paradigm.
EXTERMINATOR

362

TRACTOR BEAM

Use this to trap one of your opponent's ALIEN or MONSTER cards and remove it from play for the rest of the game.

Captain Jack used his tractor beam to save Rose when she found herself hanging from a barrage balloon.

C — ANNIHILATOR — 087/100

325

FIRE EXTINGUISHER

Use this card to block an attack from any CLOCKWORK ROBOT.

Rose used a handy fire extinguisher on one of the Clockwork Robots. It froze the clockwork mechanism temporarily.

C — ANNIHILATOR — 050/100

350

THE DOCTOR

(SPACE EXPLORER)

HERO

INTELLIGENCE	9100	8600
AGILITY	3500	3900
STAMINA	8000	7400
SPECIAL ABILITIES	8800	9000
FEAR FACTOR	4900	4800

When the Doctor explored the vast depths of the planet Krop Tor, he put on a spacesuit to help him breathe properly.

C — ANNIHILATOR — 075/100

306

LEGION OF THE BEAST

MONSTER

INTELLIGENCE	2600	3100
AGILITY	4800	4900
STAMINA	7200	7000
SPECIAL ABILITIES	8200	8500
FEAR FACTOR	8900	9100

The Odd stationed on Sanctuary Base Six turned into evil killers when the Beast controlled their minds and bodies.

C — ANNIHILATOR — 031/100

337

CYBER LEADER

(BLAST ATTACK)

CYBERMAN

INTELLIGENCE	7200	6900
AGILITY	7400	7600
STAMINA	6800	7100
SPECIAL ABILITIES	6900	7200
FEAR FACTOR	8600	8400

Cybermen can use their powerful wrist weapons to blast through almost anything that stands in their way.

C — ANNIHILATOR — 062/100

283

DALEK VISION

Use this card to increase your SPECIAL ABILITIES by 4000.

A Dalek has incredibly powerful vision – it can focus on an enemy's weak point instantly, ensuring its blast never misses.

R — ANNIHILATOR — 008/100

179

CURE ALL

Play this card to reverse the effects of any other BONUS CARD used against you.

The Doctor used a cocktail of cures to heal the diseased men and women hidden in the New New York hospital.

C — EXTERMINATOR — 179/275

119

IMPERIAL DALEK

GUARD 2

INTELLIGENCE	8600	8500
AGILITY	3600	3500
STAMINA	7900	7400
SPECIAL ABILITIES	8500	8400
FEAR FACTOR	8600	8300

One of the four elite Dalek guards with black domes that surrounded and protected the Emperor Dalek at all times.

R — EXTERMINATOR — 119/275

214

JOHN LUMIC

HUMAN

INTELLIGENCE	8900	8800
AGILITY	3000	2700
STAMINA	2400	2900
SPECIAL ABILITIES	2600	2100
FEAR FACTOR	3900	4200

This twisted genius was the mastermind behind the Cybermen project, but he didn't expect his own creations to turn on him.

C — EXTERMINATOR — 214/275

CYBER-GHOSTS QUIZ

How much do you really know about the Cyberman invasion?

Q1. What was the name given to the time the ghosts came each day?

a) Ghost hour
b) Time of the Ghosts
c) Ghost shift

Q2. Who did Jackie think her ghostly visitor was?

a) Grandad Prentice
b) Grandad Tyler
c) Granny Smith

Q3. What did the Cybermen use to control some people in Torchwood?

a) Hypnotism
b) Earpods
c) The threat of violence

Q4. Who was in charge at Torchwood?

a) Jackie Tyler
b) Captain Jack
c) Yvonne Hartman

Q5. Who DIDN'T travel through from the parallel world?

a) Mickey Smith
b) Rose the Dog
c) Pete Tyler

Q6. Who did the Cyberman try to team up with to take over the world?

a) Humans
b) Daleks
c) Slitheen

TURN TO PAGE 23 FOR THE ANSWERS OR YOU WILL BE UPGRADED!

CYBER-GHOSTS DECK

There are loads of cool cards from the series two finale to watch out for!

CYBER LEADER

CYBERMAN GROUP

PETE TYLER

GHOSTS

CYBER-GHOSTS

12

Cybermen travelling from the parallel world to invade Earth didn't look like monsters at first – they looked like ghosts. And humans thought they were friendly...

HOW TO BECOME THE CYBER LEADER

If the strange desire to control an army of metal men ever comes over you, here's how to do it...

1. First you'll have to get caught by the Cybermen, which is rather scary...
2. Next, get upgraded by having your brain surgically removed and inserted into a cyber suit. Most people would stop before they got this far – it's way too painful to be worth it!
3. Practice your marching skills and work your way up the cyber ranks until you're second in command.
4. Wait for the current Cyber Leader to meet a sticky end...
5. Then download the software upgrade patch and enjoy the power!

EYE SEE!

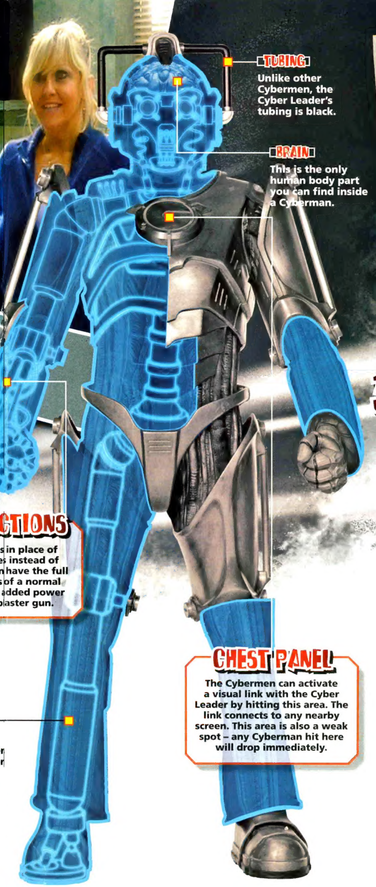
All Cybermen, Daleks and others who travel between worlds are covered in voidstuff, which the Doctor spots thanks to his special glasses.

SOLID SPOOKS!

The Doctor keeps telling Jackie that a boot doesn't look like a footprint. This comes scarily true when the footprint ghosts change into legions of Cybermen, controlled by the Cyber Leader. Their aim is to take over the world and 'upgrade' humanity.

OLD FRIENDS?

Jackie thinks the ghost that keeps visiting her is her dead father, Rose's Grandad Prentice. But sadly, she's wrong...



TOP 10 CYBER-GHOST FACTS

1. The ghosts can walk through people.
2. Strangely no-one finds it suspicious that there's a regular gathering on Westminster Bridge – a bit like a military display.
3. The Cybermen appear as ghosts for two months before they reveal their true form.
4. A ghost is the Member of Parliament for Leeds.
5. The Cybermen briefly become the first Central World Authority.
6. They have the ability to scan for technology.
7. Cybermen believe they have an elegant design.
8. A total of five million Cybermen invade Earth.
9. They communicate through downloading shared files. This is how they find out that the Cyber Leader has been killed.
10. It takes a total of three years for all the Cybermen to travel between parallel worlds.

DOCTOR · WHO

BATTLES IN TIME

ANNIHILATOR

GET THE LOT!

Tick all your trading cards off as you collect them...

- ○ 276 Time Vortex Doctor
- ○ 277 Graske Group
- ○ 278 Clockwork Woman 3
- ○ 279 Frozen Cyber Army
- ○ 280 Cassandra as Rose
- ○ 281 Gas Mask
- ○ 282 Magna Clamp
- ○ 283 Dalek Vision
- ○ 284 Dalek Uncovered
- ○ 285 Mark of the Beast
- ○ 286 Trapped Slitheen
- ○ 287 Forest of Cheem
- ○ 288 Cyber Army
- ○ 289 Rose Tyler with Fire Extinguisher
- ○ 290 Genesis Ark Daleks
- ○ 291 Beastly Possession
- ○ 292 Cyber Smasher
- ○ 293 Ood Power
- ○ 294 Rocket Ship
- ○ 295 Bad Wolf
- ○ 296 Yvonne Hartman Cyber Rebel
- ○ 297 Diseased Group
- ○ 298 Clive Finch
- ○ 299 10th Doctor with Sonic Screwdriver
- ○ 300 Graske 2
- ○ 301 Clockwork Teleport
- ○ 302 Prison of the Beast
- ○ 303 Cyber Brain
- ○ 304 Final Broadcast
- ○ 305 Gelth Possession
- ○ 306 Legion of the Beast
- ○ 307 Jake Simmonds Parallel Soldier
- ○ 308 Rita Connolly
- ○ 309 Cat Nurse Group
- ○ 310 Margaret Blaine Unmasking
- ○ 311 Black Hole
- ○ 312 Cyber Slicing Machine
- ○ 313 Krillitane Chips
- ○ 314 Clockwork Injection
- ○ 315 Hand Print Activation
- ○ 316 Parallel Soldier
- ○ 317 Clockwork Robot Group
- ○ 318 Rose Tyler Krillitane Oil
- ○ 319 The Beast on Fire
- ○ 320 Cult of Skaro
- ○ 321 Mistletoe
- ○ 322 Cybus Communicator
- ○ 323 Disguise
- ○ 324 Temporal Rift
- ○ 325 Fire Extinguisher
- ○ 326 Matron Casp Infected
- ○ 327 Scholar Group
- ○ 328 Donna Noble
- ○ 329 Sycorax Army
- ○ 330 Bliss
- ○ 331 Torchwood
- ○ 332 Hologram
- ○ 333 Cave Painting
- ○ 334 Danger of Infection
- ○ 335 Dalek Shield
- ○ 336 Auton Deactivated
- ○ 337 Cyber Leader Blast Attack
- ○ 338 10th Doctor Ghostbusting
- ○ 339 Racnoss Empress Attacking
- ○ 340 Rose Tyler Trapped by the Wire
- ○ 341 Disease Pod
- ○ 342 Cyber Buster
- ○ 343 Ood Possession
- ○ 344 Telescope
- ○ 345 Self Destruct
- ○ 346 Lance Bennett
- ○ 347 Jabe using her Scanner
- ○ 348 Pilot Fish Unmasked
- ○ 349 Destroyed Dalek
- ○ 350 The Doctor Space Explorer
- ○ 351 Energy Source
- ○ 352 Skasas Paradigm
- ○ 353 Beast Hologram
- ○ 354 Sycorax Unmasking
- ○ 355 Double Extermination
- ○ 356 Cyberghosts
- ○ 357 Pilot Fish Group Unmasked
- ○ 358 Cassandra Drying Out
- ○ 359 Sycorax Slave
- ○ 360 Ursula Blake Absorbed
- ○ 361 Slitheen Zapper
- ○ 362 Tractor Beam
- ○ 363 Huon Particles
- ○ 364 Energy Ball
- ○ 365 Biodamper
- ○ 366 Racnoss Empress
- ○ 367 Dalek Underwater Mode
- ○ 368 Gelth Zombie Attack
- ○ 369 Pilot Fish under Racnoss Control
- ○ 370 Sip Fel Fotch Pasameer-Day Slitheen Unmasking
- ○ 371 Sycorax Mask
- ○ 372 Bauble Bombs
- ○ 373 TARDIS Crash
- ○ 374 Cyberman Defeater
- ○ 375 Martha Jones

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